

Gallopia

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You open your eyes in a place that can only be described as nothing. It's neither scary nor reassuring. Neither peaceful or warring. You're just there. You don't know how you ended up here but you do know your starting to feel disturbed. You get a horrible feeling in you head causing you to close your eyes hard and loose your balance.

The pain stops abruptly. You open your eyes in disbelief and before you can conjure your reaction to the most painful feeling you've ever experienced, you notice you're no longer in the unknown. Your now in a place that can be described as strange. You feel uneasy. Too much is happening right now.

Almost as if you went through a portal, you see everything.

Hello, I'm Walter; your guide through the beautiful world that is Gallopia. A place where everyone belongs. A place to let go of all stress. To sit back and relax while you float away.

We'll start off in the marvelous Musical Meadow, but first our rules. Now rules are nothing more than gentle suggestions we urge you to follow and we know you don't want to face the consequences if you choose not to.

1. Stay with your tour guide at all times
 - a. Don't wander on your own
2. Do not touch anything unless your tour guide says otherwise
3. Do not look back once we leave an exhibit
4. Do not speak to the residents of Gallopia
5. Always have fun

See! Simple rules. Nothing you can't handle. Ok, now we are on our way!

Musical Meadow

Ah the marvelous Musical Meadow. I know you've never seen a grassland quite like this one. Our daisies are as vibrant as a singer. Our tulips are as colorful as optimism. In the Musical Meadow, it's always the perfect temperature: 74 degrees. Now although there isn't music playing right now, the serene sounds this exhibit has is sure to bring music to your ears. That way our young ducks and bunnies can come out and bathe in the weather. See if you can catch one; There are so many! Go ahead and relax in the meadow; we'll continue our tour shortly, but for now you are allowed to have fun!

As Walter walks away, you turn slightly to see the entire meadow. It's the most beautiful place you've ever seen and after having the most excruciating headache, you deserve to be surrounded by something calm. You walk over to see the ducks. They're following their mother to the pond in a single-file line. You look up to see two birds flying around one another as they're singing a song. Everything is perfect.

As your indulging in this new place, you see one of the ducks wander from their mother. The duck tripped before getting back up and waddling away. It was the last duckling so nobody noticed but you. You try to make subtle noise but the mother duck wouldn't turn around. The duck is heading further into the forest barrier as the others walk away.

You then hear Walter try to call everyone back...

- 1. If you choose to follow the duckling into the forsaken forest stay on page two*
- 2. If you choose to ignore the duckling and go back to Walter go to page three*

Choice #1

You chose to break the rules and follow the duck. Good choice? We'll find out...

In your mind, you remember the rules. Everything is racing in your head which brings a little pain to it as you have not yet fully recovered from the massive headache you suffered before. But none of that mattered. The baby duckling was possibly in danger and have you not be a good simaritain, that duck can possibly lose it's life. You convince yourself your being a hero and I will not deny you of that.

You start to vastly walk towards the forest. You don't see where the little duckling went but you know it is past the front trees. As you get closer and closer to the trees you notice something. You start to see that behind the front trees, there isn't much of anything, in fact it resembled the place you were before Gallopia. Just like then, there was nothing. You continued to walk for you felt like the duck wasn't safe in that area. You kept turning and circling around until you realized the boarder trees that were once there are not. You look around for an exit but you see nothing. Before you know it, the room is smaller than before. It continued to shrink and as you panicked, you came to the conclusion that this was gonna be your last few moments... and they were.

While you were suffocating, Walter spent a maximum of two seconds wondering where you went.

You should have followed the rules. Maybe if you had you would have been alive right now. But you didn't. Instead you decided that a creature you hadn't met or ever seen before was worth your life. You've convinced yourself you were being a hero and I will not deny you of that.

The End

Choice #2

You chose to follow the rules and go back to Walter. Good choice? We'll find out...

As much as you wanted to help that poor animal, you knew you couldn't disobey the simple rules.

You walk back to Walter and the rest of the people on the tour.

I bet that was fun, huh? Well hopefully everyone's here so we can continue on our journey through the glorious Gallopia. Now come along follow me as we go to our next destination, 7th Street.

As Walter leads the tour out of the meadow, you take one more look at the scene. The flowers became brighter, almost unbearable to look at. The colorful grass that felt of fluffy cotton became so soft you could almost drown in it. And the clouds became an unnatural color of white when you really looked at them.

You turn back to the tree barrier in shame as you wish you could've saved the small duck. But just as you do, you see a mother duck with a line of ducklings behind her, almost exactly like the one you've seen before. And just before you continue on with the others, you see two birds flying around each other singing a song and the last baby duckling tripping before wandering off away from it's family.

7th Street

You can't help but remind yourself of that strange event. You try not to think about it too much though, your head can't take much more before it explodes.

"What comes next in this unusual world?" you wonder.

Your question gets answered quickly. As your walking with the rest of the group, the scenery around you becomes gloomier. Everyone starts to look around questioning why all of a sudden everything is grey. You wonder that as well. You remember the third rule of Gallopia, so you are stuck only moving forward.

Ok everyone, here we are! Seventh street. This is one of the many neighborhoods in Gallopia and my personal favorite. The grass is always cut and the fences are always white.

You come to realize it's only gloomy because everything's in black and white.

This clean street consists of twenty houses, each with four people inside. A mother, a father, a son, and a daughter.

The mothers are expected to clean throughout the entire day. Once the cleaning is finished, they will walk to the grocery store to pick up the ingredients for Shepard's Pie with peas for every night's dinner and fruits & whipped cream for Ambrosia.

The fathers leave out for work in the morning at 9:00am sharp. They should be leaving out now!

You look towards the houses to see men walk out of each house, wave through the window, and proceed to get in their car to leave; all in sync.

A little old fashioned if you ask me, but all in a day's work!

Come along now as we walk through the rest of the street to our next destination! Make sure to remember rule four as we do so.

You walk along, trailing the rest of the tour group. 7th Street is like something you'd only see in a movie. You then feel a sense of realism as you stumble back in disbelief of the world you were walking through. You even saw yourself apart of it as you too were in black and white.

While walking a looking, you peep through one window. As you look, you notice one wife looking out of the window. She seems to be daydreaming. She finally realizes you're looking at her and waves. Your confused for every other family didn't acknowledge the tour group's existence, however this one woman did. You didn't wave back, trying to keep rule four in mind.

The woman goes back to daydreaming, then notices something in the corner of her eye. She turns around and freezes. Her face went cold and her eyes went blank. You could feel the fear from where you were. She just stood there.

My oh my. It seems as though she didn't follow the rules.

You ask what rules.

Well Traveler, just as everyone who comes through Gallopolia has rules, those who stay do as well. They are expected to behave whenever they're being seen.

Walter's words sounded suspicious. The use of the word "behave" made you uncomfortable. You looked back to Walter who's facial expression never once changed since the beginning of the tour. This gave you the chance to really look at Walter's face up close. No blemishes were in sight, but from his voice you could tell Walter was older. Not a hair out of place nor a grey one. Walter continued to look at you with a welcoming, unsettling face. His breathing patterns were consistent and organized. You started to feel unsteady again as you conclude that Walter is not human.

1. *If you choose to ask "What do you mean they are expected to behave?" continue reading next page*
2. *If you choose to ask "Can we continue with the tour?" continue on page seven*
3. *If you choose to ask "Are you human, Walter?" continue on the bottom of page five*

Choice #1:

You chose to ask Walter “What do you mean they are expected to behave?” Good choice? We’ll find out...

There are consequences to breaking the rules. You and her should be aware of that by now. I’d watch what comes out of your mouth next before we would have to conclude this tour and deal with your interrupting issue.

Walter’s voice became stern, but he still physically appeared to be no threat. You realized you fear Walter as he stares.

1. “I apologize, Walter...”

You stand confused with the choices. You only have one. You’re not sorry, however. You start to feel a new feeling compared to the uneasiness you’ve constantly felt. You feel an urge. You don’t understand this feeling for it’s been a long time since you’ve felt anything other than disturbed. You push against the urge. You don’t know it yet but you’re pushing past the code. You decide to continue down this path of risky questions.

[continue reading this page]

Choice #3:

“Are you human, Walter?”

*You either chose to ask “Are you human, Walter?” or are continuing with Choice #1
Good choice? We’ll find out...*

You almost instantly feel regret. Overthinking the words you just said you barely noticed your surroundings. Everything, from the setting to the people, were frozen. There was no longer sound around you; the silence grew louder. You couldn’t move your body, it was as if you were lagging behind. You’re eyesight starts to resemble a t.v. you’ve once watched when it was glitching out. Then, everything started to glitch.

You look back at Walter who’s words are no longer clear and concise, but chopped and slurred. Walter’s voice switches from normal to distorted almost every word. He’s struggling to survive the next few moments. Walter’s body goes from his own to an exoskeleton with strange patterned ones and zeros, showing what he truly is, nothing more than code.

Walter starts to walk up to you, holding his hand out. However, instead of doing it in such a way someone in need of help would, it was in such a way that someone would guide you.

1. *Take Walter's hand*
2. *Don't take Walter's hand*

Choice 1:

You took Walter's hand. As he turned around and looked into the distance, you saw as the world around you turned to code. You got the horrible realization that you made the wrong choice, but it was too late. Walter had a grasp on your hand so much that it didn't budge at all when you tried to pull and whip it away. You were forced to watch everything whisp into nothingness.

Everything inside your mind is racing. You're not ready to die yet and you sure as hell didn't expect it to be in such a way. Your heart beats faster and your hands shake even more.

You look at Walter with tears filling your eyes. He looks back at you, then disintegrates.

The disassembling of his hand spread to yours as you watched it disappear. Sooner than you wanted, most of your body is gone and before you know it... there's nothing.

The End

Choice 2:

You don't take Walter's hand. He has a never before seen look upon his face now that is the textbook definition look of betrayal. His face then corrects itself to being angry and controlling. He continues to glitch. Walter starts to walk towards you weakly. Everything around you and him are switching on and off, from black to white, and normal to warped. The worst part is that everything's still real. A bizarre experience causing you to close your eyes and wish this was a bad dream was almost never ending. Everything was so silent. It made you more afraid and distraught.

Finally, Walter stands in front of you.

[error] [error] [error]

The End

Choice #2

You chose to ask Walter “Can we continue with the tour?” Good choice? We’ll find out...

Of course!

You’re somewhat confused to Walter’s small attention span to his previous statement, but not enough to ponder on it too much. You de-escalated the situation. What you did was neither brave nor cowardly, it was smart.

The tour continued. To the other travelers’ chagrin, it was time for everyone to leave.

Ride to Heaven

And just like everything else, our lovely tour must come to an end. I’m sorry to say your stay at Gallopia is now over, but what fun we had going through the lovely utopia. There is nothing I hate more than having to see everyone leave. Although there is no coming back, we do very much hope you had a splendid time seeing this world since there’s nothing like it.

With that being said, who’s ready to hop aboard the “Ride to Heaven.”

In front of you stood a cherry red 1948 Ford de Luxe convertible. It seemed to bother you how recognizable the care was to you until you realize it’s the same car Danny and Sandy rode off in at the end of Grease.

What better way to be taken back home than in a beautiful automobile?

Everything becomes real as you look at Gallopia one last time. Strange things have happened in this world that you cannot quite understand yet. You didn’t understand how you felt about it when leaving considering whatever path you chose to take, you’ve definitely felt troubled and scared when here.

Goodbye, Travelers.

You aboard the car and before you know it, your in the air floating away the same way Danny and Sandy did. Everyone’s looking back waving down at Walter who is watching the car leave patiently showing little to no emotion as you leave. You’re at peace knowing the hell you’ve just went through is now over. You try not to think to much about it for the small headache never really went away.

You’re now floating away into an eyeburning light and as you reimaginae everything that has happened in Gallopia you come to the conclusion you were never safe...

The End